# Camera Toolkit
## Edit/Play Mode Cam Control

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# Introduction

Thank you for purchasing Camera Tool Kit-Edit/Play Mode Cam Control!

This guide is to describe the features and to provide the instructions to use Camera Tool Kit in unity3D. A basic knowledge of using unity3D is assumed.

Please do not hesitate to send any questions, suggestions, comments or feature requests regarding the tool using the following contact information.

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# Overview

Camera Tool kit is a unity extension developed to provide scene camera controls to the game camera thru game view in both edit and play mode.

**Key features:**

- Works in both edit and play mode.
- Main camera control functionalities
  - Pan around
  - Rotate around
  - Look around
  - Fly around
  - Move close and away
  - Field of View (FOV) change
  - Tilt
  - Focus a GameObject

- Flexible and familiar controls.
- Able to store camera transform.
- Easy to set up and use

# Setting Up

Camera ToolKit ships with two required scripts: BNBCamToolKit and BNBCamToolEditor.

1) To get started you need to add BNBCamToolKit to the camera that you intend to control.
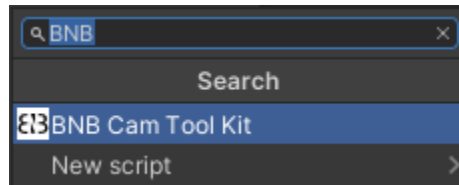


2) Then open CamTool Editor from BNBCreations > CamToolEditor



3)
- Add Camera with the BNBCamToolKit component in Camera Field.
- Add any target GameObject you want to keep looking at when controlling the camera in Target field.
- You can activate Tool by toggling "Tool" in CamTool editor or by using "T" hot key.
- You can activate Look at target by toggling "Look" in CamTool editor or by using "L" hot key.
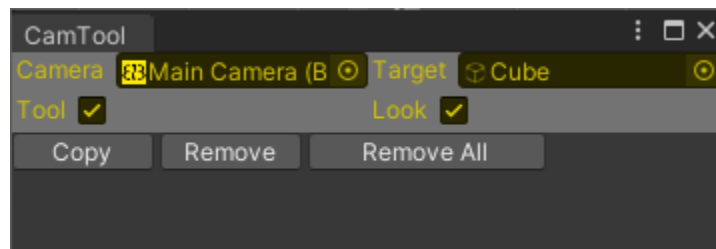
# Using Camera Controls

❖ Before executing following controls, the focus needs to be given to Game View. That means if you click elsewhere in the editor except with in Game View, you should click again in the Game View to get the functionality of the following controls.

❖ RMB-Right Mouse Button

❖ LMB-Left Mouse Button
  - Pan Around          - Ctrl + Alt + LMB
  - Tilt                - RMB + Ctrl
  - Rotate Around       - Alt + LMB
  - Zoom                - Shift +LMB
  - FOV increase        - Arrow Up
  - FOV decrease        - Arrow Down
  - Look Around         - RMB
  - Focus GameObject- F
  - Fly Around
    - Forward     - W
    - Backward    - S
    - Left        - A
    - Right       - D
    - Up          - Q
    - Down        - E

# Using Copy Transform

- You can copy current Camera transform using "Copy" button in editor or by using "C" hotkey.
- You can switch between copied transform by clicking the created tab for the specific location.
- You can name the selected tab.
- You can Remove the selected tab using the "Remove" button or by using "R" hotkey.
- You can remove all tabs using "Remove All" button in the editor.